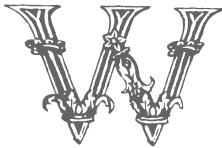
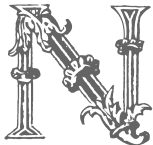
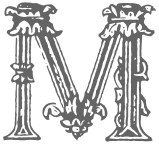
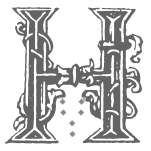
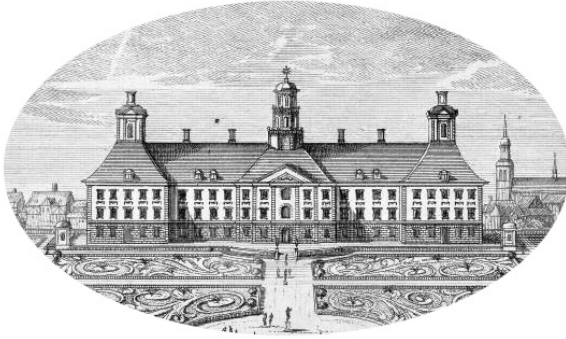


THE ESTATE
of
BARON
ARCHAMBAUD,
AN INGRATE

*a card adventure
for a single player*





Baron Archambaud's palatial estate is as opulent, confounding, and eccentric as the man himself. He took something you desperately need and locked it away in his vault, and you are determined to retrieve it. You are not the first to attempt this thievery. A dangerous path lay before you.

Traverse through his manse, use the treasures, oddities and clues that you find—along with your wits and best luck—to open the safe and take your prize.

Materials

- A standard deck of 52 playing cards
- Two six-sided dice
- A pen and paper

“Every time I bestow a vacant office I make a hundred discontented persons and one ingrate.”

-Louis XIV

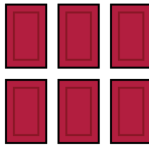
Setup

Begin the game by building the Baron's estate.

- First, separate your deck of cards by color (or suit) into two decks.
 - ◇ The black (clubs ♣ and spades ♠) represent rooms and encounters. This is the *location deck*.
 - ◇ The red (diamonds ♦ and hearts ♥) represent items and effects. This is the *item deck*.
 - Your knapsack can only hold 5 items at a time. If you are already holding 5 items, you must use or drop an item you are carrying if you draw another.
 - A few items' descriptions will tell you they do not count against your inventory. You cannot lose or destroy them
- Second, pull out all six of the face cards from the location deck (J♠, J♣, Q♠, Q♣, K♠, and K♣) and separate them.
 - ◇ The face cards represent the *inner chambers* of the Baron's estate. These rooms are much more dangerous, but one holds the Baron's vault.
- Finally, build the Baron's estate by laying out cards from the *location deck* as indicated by the steps below.

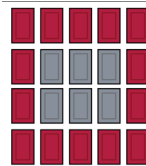
1

Starting with the *inner chamber* cards, shuffle and lay out two rows of three, face down.



2

Using the *location deck*, lay cards around the face cards until you have four rows of five.



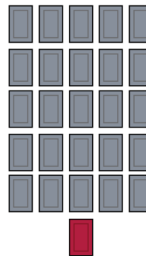
3

With the remaining cards in the *location deck*, lay out another row of five cards at the bottom of the estate.



4

Place the last *location deck* card anywhere on the row below. This is the *South Courtyard*, where your adventure begins.



Characters

Choose your character

- 1: Choose from these 6 characters, or roll a die. Each of these characters has a sheet in the back of this booklet to track their *STAMINA*, items, bonuses, and hindrances. Each character starts with a set of heirlooms. These don't count against the items in your knapsack, and you can't discard them.
- 2: Roll the dice and add three. Mark this as your starting *STAMINA* score.

1 SOCIALITE

What you've lost: An invitation to the gala of the year

Starts with:

- Gold Cigarette Case: +1 to *CHARM*
- Long winded tale: -1 to *ESCAPE*

2 MUSKETEER

What you've lost: A commendation from the Marquess

Starts with

- Musketeer: +1 to *FIGHT*
- Gruff attitude: -1 to *CHARM*

3 ILLUSIONIST

What you've lost: An encrypted journal with the details of all your tricks

Start with:

- Top hat with a false bottom: +1 to *ESCAPE*
- Frail: -1 to *FIGHT*

4 DANDY

What you've lost: A silk cravat given to you by your mentor

Start with:

- Sword Cane: +1 to *FIGHT*
- Boisterous: +1 to *CHARM*
- Overconfident: -3 to *ESCAPE*

5 COLLECTOR

What you've lost: A relic of antiquity

Starts with

- Two items from the item deck

6 POET

What they've lost: The first draft of their collected works

Starts with

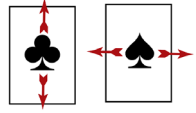
- Seen but not heard: +2 to *ESCAPE*

Playing the Game

Traverse through the Baron's estate

1: *MOVE* your token to an adjacent card when prompted.

Unless otherwise specified, or you use an *ITEM*, rooms associated with club cards always have exits to the north and south, and spades have exits to the east and west.



When moving, players may *MOVE* through adjacent face up cards that they have completed with no consequences.

2: When you enter a room, flip over the card. Using the booklet as a guide, find the entry that corresponds to the face up card and follow the instructions.

The first room you enter will always be the *South Courtyard*.

Many cards will prompt you with an option to *FIGHT*, *ESCAPE*, or *CHARM*.

3: *FIGHT*

Sometimes, *FIGHT*ing is the best option. Roll two six-sided dice, and add any relevant bonuses you may have.

◇ If you rolled higher than the creature's *FIGHT* score, you have bested it in combat. Congratulations! You may take an *ITEM* card. *MOVE*.

◇ If you rolled lower than the creature's *FIGHT* score, you have lost the bout. You lose Stamina equal to the difference between your roll and the score. You may try to either *FIGHT*, *ESCAPE*, or *CHARM* again.

◇ If you meet exactly the creature's *FIGHT* score, your bout has resulted in a draw. You may try to either *FIGHT*, *ESCAPE*, or *CHARM* again.

4: *ESCAPE*

When the going gets tough, the astute get going. Roll the two six-sided dice, and add any relevant bonuses you may have.

◇ If you rolled higher or meet the *ESCAPE* difficulty of an encounter, you create a distraction sufficient enough to evade pursuit. *MOVE*. After your *ESCAPE*, flip the card over so it is face down.

◇ If you rolled lower than the *ESCAPE* difficulty of an encounter, you stumble. You lose 1 *STAMINA*. You may try to either *FIGHT* or *CHARM*.

5: *CHARM*

Confidence is contagious, and you may use your *CHARM* to bypass obstacles and encounters entirely. Roll the two six-sided dice, and add any relevant bonuses you may have.

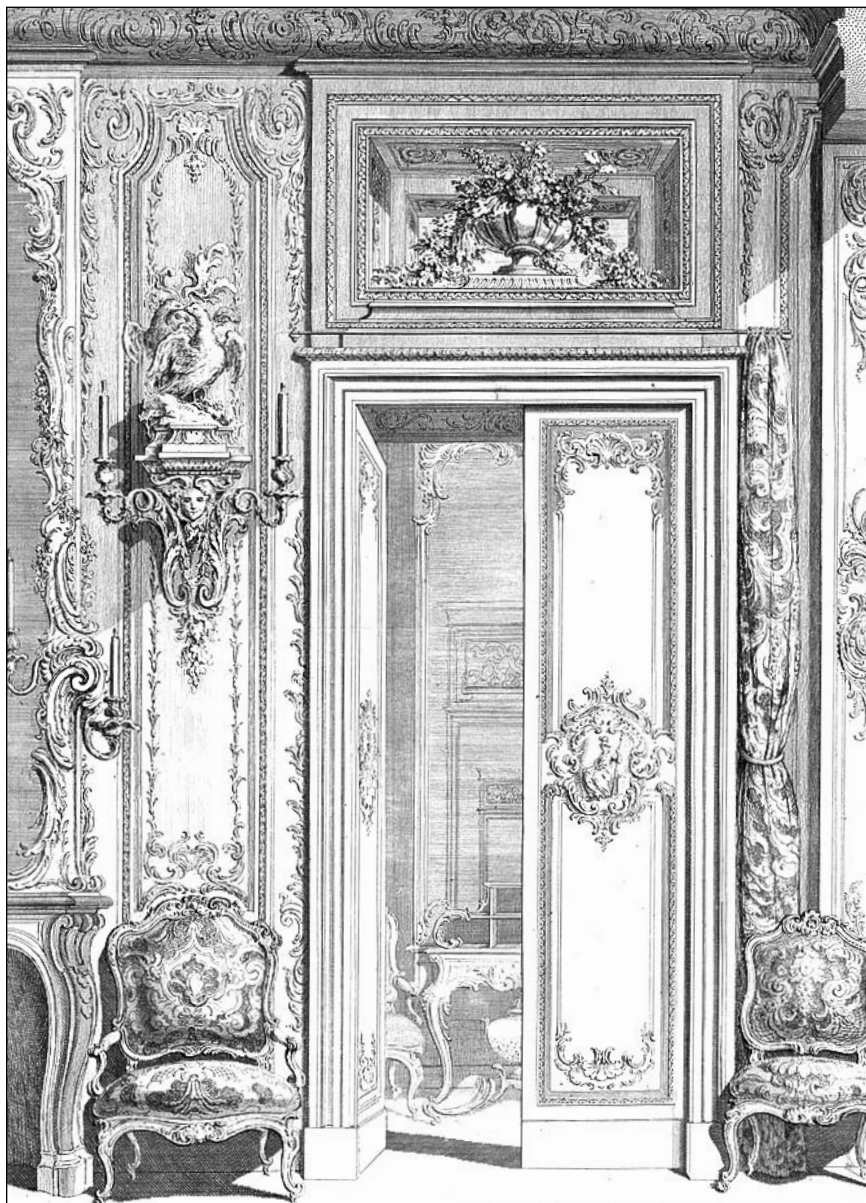
◇ If you roll higher than the *CHARM* difficulty, you have successfully used your guile to manipulate the encounter in your favor. You may take an *ITEM* card. You gain +1 to your next *CHARM* roll to a maximum of +3 *CHARM*. You may proceed out the exits of the room.

◇ If you roll at or lower than the *CHARM* difficulty, you come across as a maladroit fool. You lose an *ITEM* card. You gain -1 to your next *CHARM* roll up to a minimum of -3 *CHARM*. You may try to either *FIGHT*, *ESCAPE*, or *CHARM* again.

6: A few cards will prompt you to solve a puzzle or another mental task. Follow the instructions as indicated in the passage. After completing the puzzle, *MOVE*.



The Location Deck



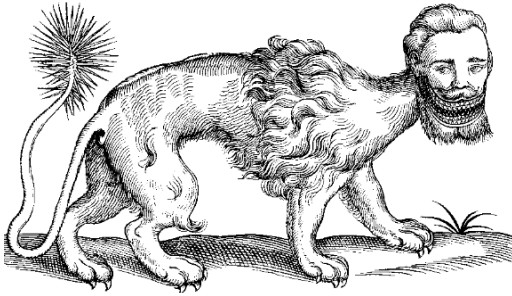
START

SOUTH COURTYARD

The grand courtyard of Baron Archambaud is densely decorated with statues, fountains, and exotic flora.

You cautiously make your way towards an open archway by tiptoeing between statues when the tapping sound of soft footpads break the silence. Beyond the nearest fountain you see a hideous man-beast prowling the doorway.

Not a moment later, its head perks up, sniffing the air. Somehow its smelled you! You probably shouldn't have asked that perfumer for directions.



With the archway blocked and the man-beast coming your way, your best bet is the open window directly to the north of you.

MOVE north.

Spades

A♠

THE BARON'S WARDROBE

Fine garments of silk and velvet, fashionable shoes, and even a suit of armor are on display in this closet. Such beautiful things! Surely he won't miss just one...

Discard up to two *ITEMs* in your inventory and replace them, then *MOVE* east or west.

2♠

PANTRY



The smell of rotted grain, fruit, and wine well past its use makes the air rank. Then you hear a sound. Rats! At least a dozen of the damned creatures surround you.

FIGHT: 6

ESCAPE: 5

CHARM: Not possible

If successful, *MOVE* east or west

3♠

GARDEN SHED

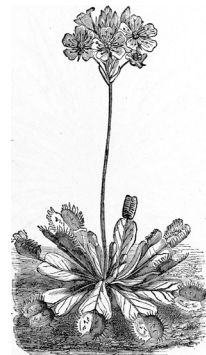
The baron has unusual taste in just about everything, but his horticultural habits lean to the homicidal. Sitting on the shelves are six sharp-toothed flytraps, each with a head large enough to devour a dog. Suddenly, a set of vines thrust in your direction. They grip you and begin to pull you closer.

FIGHT: 5

ESCAPE: 5

CHARM: Not possible

If successful, *MOVE* east or west



4♠

SCULLERY

A short woman tends a fire in an oven that glows warmly in the corner. Before you know it, a hot poker is in your face. "Just what do you think you are up to, skulking about the Baron's house?!" You may try to evade her and the poker, convince her to help you in your quest against the house's master, or push her into the coal pile.

FIGHT: 6

ESCAPE: 5

CHARM: 6 If you are successful, she also gives you a delicious pie of rabbit and raisins. +1 *STAMINA*.

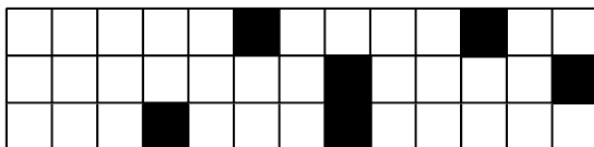
If successful, *MOVE* east or west

5♠

THE GALLERY

In this room, several imposing portraits line the walls. Either the baron has many relatives who look exactly like him, or he has sat for many paintings in different fanciful dress. Each one wears the same scowl, and they seem to mock you as you work a series of scrambled dials above the lock to a glass case with an *ITEM* inside.

P	I	E	R	O	W	S	O	F	L	T	H	Y
E	L	S	A	Y	E	D	W	O	L	I	S	
H	V	E		S		F		O	I		L	



FIGHT: Not possible

ESCAPE: 7, or You may escape for free if you discard 1 *ITEM*

CHARM: Not possible

See the solution on page 27. If successful, *MOVE* east or west.

6♠

POWDER ROOM

This tiny washroom is filled with a myriad of the Baron's powders, potions, and unguents. Above an intricately carved vanity table is a large mirror. You spy an *ITEM*, but the smell of the perfume begins to overwhelm. You feel woozy.

FIGHT: Not possible

ESCAPE: 7 If you are successful, take the item. If you fail, lose 2

STAMINA instead of 1 and leave the room.

CHARM: Not possible

If successful, *MOVE* east or west.

7♠

MAP ROOM

The geographies of lands real and imagined decorate the walls of this mahogany-paneled room. On the desk, there is an intriguing alchemical process for transmutation across the physical plane. In your careful study of it, you fail to notice the taxidermied birds that decorate the office magically coming alive to swarm you.

FIGHT: 7 If you win, you may use the transmutation formula to look at up to 3 uncovered rooms anywhere in estate and choose one to move to.

ESCAPE: 5

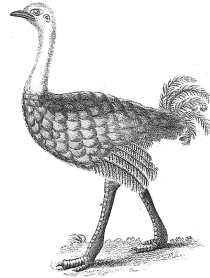
CHARM: Not possible

If successful, *MOVE* east or west.

8♠

MENAGERIE

The Baron keeps a collection of exotic animals for the amusement of himself and his guests. As you peer into the room, there are many creatures you've never seen before. Perhaps he should have invested in sturdier locks, though. Two seven-foot tall ostriches begin to charge you from either side.



FIGHT: 7

ESCAPE: 6

CHARM: 8

If successful, *MOVE* east or west.

9♠

ROSE BEDCHAMBER

Pink wallpaper with a gilded damask pattern decorates the walls in this bedroom. A fire in the hearth entices you to sit in the high-backed chair in front of it, and perhaps enjoy a glass of the sherry sitting on the mantle. Roll a die.

- 1-2: You decide to treat yourself to a glass of sherry. Alas, it is poison. Take two damage and exit.
- 2-4: You sense a trap. Quickly leave the room and take nothing..
- 5-6: When you approach the mantle, a candlestick catches your eye. You pull at it and find a secret compartment! Take two ITEMS and exit.

MOVE east or west.

10♠

ARMORY

You feel fortunate to find a cache of swords and shields. Until, of course, strange magic animates them into a ten-foot tall iron automaton. Drat.

FIGHT: 9

ESCAPE: 7

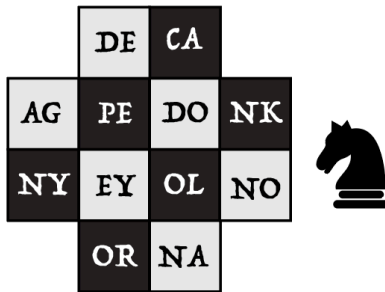
CHARM: Not possible

If successful, *MOVE* east or west.

J♠

DRAWING ROOM

On the table in this room is an unusual chess board. On it sits a single piece, the black knight, on the tile "AG." You inspect it, and it seems as though the piece is magnetic, and the board has a complicated contraption under the board. If you activate the spaces in the right order, it looks like it might do something.



With the correct answer, a small key pops from the bottom of the chessboard. You try it in the curio cabinet in the corner. It works! Take an *ITEM*. The key also opens a secret passage to the northwest corner of the house.

FIGHT: Not Possible

ESCAPE: 9, or You may *ESCAPE* for free if you discard an item.

CHARM: Not possible

See the solution on page 27. If successful, *MOVE* east or west, or take the passageway.



THE BARONESS' BEDCHAMBER

The Baron has never been married, so who is this room for? When you enter, a portrait of a woman with a frilly-lace collar and overstuffed sleeves speaks to you - perhaps a grandmother or aunt? "Come closer," she whispers in your ear. You feel compelled to do as she says.



FIGHT: 11

ESCAPE: Not possible

CHARM: Test *CHARM* until you roll doubles, following the rules for adding and subtracting *CHARM* after each roll as if it were a *CHARM: 10* test. Take two *ITEMS* after rolling doubles.

After resolving *MOVE* east or west.



THE TOWER

You climb up a winding, steep set of stairs. As you catch your breath at the top of the tower, you spot a small iron chest. Before you can open it, you hear a click followed by a loud clanging, and the floor shifts beneath you. It was a trap! There is a small window you could jump to, but it's a long way down...



FIGHT: Not possible

ESCAPE: If you cannot beat a difficulty of 8, you lose your grip on the slippery stone exterior and fall. Two *ITEMS* are destroyed, and you lose 3 *STAMINA*. If you beat a difficulty of 8, you catch your footing, but you land in a wobbly fashion. One *ITEM* falls out of your pocket and is destroyed. If you beat a difficulty of 10, you manage to snag the contents of the chest while performing an impressive acrobatic display. You gain two *ITEMS*.

CHARM: Not possible

After resolving, *MOVE* north, south, east, or west.

Clubs

A♣

CLOAK ROOM

The small room is filled with coats and cloaks of various shapes and sizes. Judging by the volume, you'd guess the Baron must be housing plenty of guests at the moment.

You hear rustling behind you, and a small gremlinoid valet walks into the room carrying a few coats.

"Hey! You're not 'sposed to be here!" he shouts.

FIGHT: 5

ESCAPE: 4

CHARM: 5

If successful, *MOVE* north or south.



2♣

VESTIBULE

The echoes of your footsteps on marble ring throughout this large chamber. Urns and tapestries line the walls under gilded cornices.

Many paths lay before you. You may *MOVE* in any direction.

3♣

PLANETARIUM

You enter a cavernous dark room. Lights emanating from a whirling brass instrument in the center of the room dance around the top of the dome. You see the heavens laid out before you, and you are in awe. While standing there, dumbfounded, you failed to notice that the gremlin working the controls spotted you. You meet his red eyes and see that he holds a certainly deadly mechanical device that he is pointing in your direction.

FIGHT: 7

ESCAPE: 5

CHARM: 7

If successful, *MOVE* north or south

LIBRARY



You smell ink and vellum. The walls are lined with innumerable tomes from floor to ceiling. You hear something stirring from behind a nook. It's a little fox - walking on its hind legs!

"Hey, you! What brings you to the Baron's library?" The fox asks. It looks at you quizzically, not quite sure whether you are a threat or an inconvenience. The fox places the book it was reading in its lap and crosses his arms. "If you aren't supposed to be here, I'll have to report you to the Majordomo."

FIGHT: Not possible

ESCAPE: 5

CHARM: 7

If successful, *MOVE* north or south

KITCHEN

A gremlin in a large floppy hat has his back turned to you as it pours over a book on the counter. You hear the RAT-a-TAT-tat of a knife hitting a cutting board, and the smell of a dark and rich stew coming from a burbling cauldron overwhelms your senses. The knife is chopping independently and you notice the ladle is stirring itself!

As you examine the scene, you make a careless mistake and knock over a poorly placed bowl. Oh no.

The gremlin spots you and lets out a shrill squeak. He quickly gestures, and the knife and the ladle come flying at you with incredible speed.

FIGHT: 7

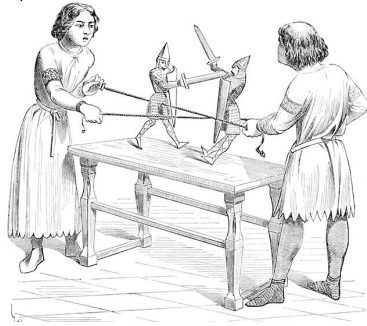
ESCAPE: 5

CHARM: 6

If successful, *MOVE* north or south

NURSERY

You hear the sound of giggling children as you open the door to this room. The floor is littered with small wooden toys. On either end of a small table in the center of the room are two young boys play fighting with puppets.



“HI - YAH!” one of the boys says as he disarms the opposing puppet. “I’m the best at KNIGHT FIGHT. No one will ever beat me!” “It’s not fair! You’re older!” says the other boy, sobbing. “Mister, could you help me beat my brother in a game of KNIGHT FIGHT?”

FIGHT: 6 (take only half damage on fail)

ESCAPE: Not possible

CHARM: Not possible

If successful, *MOVE* north or south

BILLIARDS ROOM

Upon entering this room, a cloud of rich blueberry-smelling pipe tobacco hits your nose. The room is clouded in a smoky haze, and an elaborately carved billiards table occupies the center. “Care for a friendly game?” a smooth voice calls out. A dog-man with the head of a cocker spaniel tosses a pool cue between his paws.

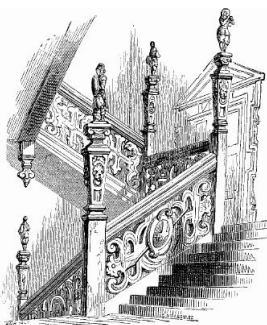
Roll the dice.

- ◇ If you roll an odd number: Scratch! The dog-man hits you with the pool cue, and you lose 1 *STAMINA*. You’ll have to try again.
- ◇ If you roll an 8: The 8 ball falls in the corner pocket. You lose! The dog-man twists his pool cue and reveals a stiletto.
FIGHT: 8.
- ◇ If you roll another even number: Congratulations! You win. Take an *ITEM*

If successful, *MOVE* north or south

STAIRCASE

You see a wideset staircase with a band of crimson carpet leading ever upwards. As you climb the steps, you feel your perspective shift and the staircase seems to get taller, and taller. You try to turn back, but the door is no longer visible. You start to run.



Roll a die.

- ◇ If you roll 1-2: You fall victim to a bump in the carpet. You tumble for awhile, and then everything goes black. *MOVE* your token back to the South Courtyard.
- ◇ If you roll 3-4: After an indeterminate amount of time climbing, you find a passage off to the side. *MOVE* north or south.
- ◇ If your roll 4-6: You close your eyes and take a few steps. When you open them, you find yourself at the top of a landing with a chest and several branching pathways. Take an *ITEM* and *MOVE* in any direction (even diagonally).

SERVANT'S QUARTERS

As you enter this small room, you hear the loud snoring of a sleeping servant. There are piles of dirty clothes and a small passage on the other side. On the night stand next to them is a key. If you are quiet, you may be able to sneak over and swipe it!

ESCAPE: 7

If you beat the *ESCAPE* difficulty on the first attempt, you may take an *ITEM* and *MOVE* north, south, east, or west through the small passage. If you didn't beat the *ESCAPE* difficulty on the first attempt, the servant wakes up and accosts you.

FIGHT: 9

CHARM: 9

If successful, *MOVE* north or south

DEAD END

You don't see anything in this room, nor any additional doors. Turn around.

THE MAJESTIC SALON

The door creaks loudly, and you fear the worst as you hear a raucous sound coming from the other side. You avoid stumbling over the purple carpet, and to your surprise, you don't draw the attention of the large group of people bickering in the middle of the room.

This doesn't last for long, however, as a diminutive man with glossy eyes approaches you with a smile on his face.



“Yo! Ahhh! Everyone, everyone, the artist is here!” he croaks. He quickly straightens his orange cravat and spits in his hand before running it through his tangled hair. “We haven't much time for today's sitting,” he whispers to you. “The Baron's relatives are all still head sick from last night's... indulgences. Please be quick.”

The small man directs you over to a half finished canvas in front of the scowling group. If you happened to find a paintbrush elsewhere in the estate, you may use it to finish the painting.

FIGHT: Not possible

ESCAPE: 7

CHARM: 10

If you succeed in *CHARM* or finish the painting, take two *ITEMs*.

MOVE north, south, east, or west

THE BARON'S CABINET

In the private office of the Baron, three unfriendly faces greet you. Phillipe, the ruthless political advisor, reaches into his boot and pulls out a stiletto. Lazare, the mustachioed military advisor, unsheathes a sword. Marguerite, the industrious economic advisor, pulls a musketoon from the wall. It seems this meeting will be brief.



FIGHT: 7 (Phillipe) 8 (Lazare) 9 (Marguerite)

ESCAPE: Not possible

CHARM: Not possible

If successful, *MOVE* north south east or west and take two items.



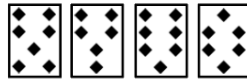
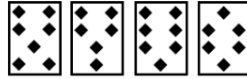
VAULT

Finally, you have found yourself in the room in which the Baron keeps his most secret of secrets; his most mysterious mysteries. A wave of relief washes over you.

However, your sense of proximity to your prize is made distant once again when you look at the vault's door. An obtuse riddle and a series cryptic symbols engraved on the vault indicate to you that retrieving your prize will not be so easy.

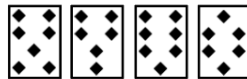
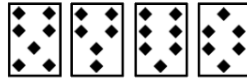
with a Greater Fortune,

you may open this Prison



If you're wrong, feel Sorrow,

and a White hot ignition



You can discern that in each row of buttons, only one may be pressed, and that the lock is connected to a flintlock. The Baron certainly hopes to keep you out, but you have outsmarted him so far, haven't you?

You may *ESCAPE* this room north, south, east, or west without consequence. To check if you have retrieved your prize and solved the puzzle of the Baron's estate, see the solution on page 27.



A♥

DARTS

Why would someone leave these laying about? They're quite pointy.
+1 *FIGHT* until discarded.

2♥

BOOK ON GEOMANCY

You find a book titled *The Principles of Geomancy: Divining Obscure Arcana*. You flip to the inside where you come across the following description:

GEOMANCY noun:

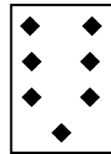
- ◇ The art of placing or arranging buildings or other sites auspiciously.
- ◇ Divination from configurations seen in a handful of earth thrown on the ground, or by interpreting lines or textures on the ground.

After skimming through the pages, you learn that you can utilize this book's magic to avoid one encounter in the future by creating a temporary door as if you had successfully *ESCAPED*. You may exit in any direction. Discard the *ITEM* after use.

3♥

ETCHING

You find an etching. What could this mean? You make a rubbing in your journal. This *ITEM* does not count toward your inventory. Draw another *ITEM*.



Vruurz

4♥

FRUIT BOWL

Vitamin C keeps scurvy at bay. Gain +1 *STAMINA*, and then discard.



5♥

PAINTBRUSH

You were never the artsy type, but when you hold this *ITEM*, you feel a surge of creative magic.

6♥

THE BARON'S PERSONAL LETTERS

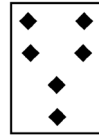
You stumble upon a cache of letters penned by the Baron himself. Full of embarrassing details of his sordid affairs and confessions of his incompetence, you wager these could be very useful leverage if you were to confront the Baron in the future.

The closing of one letter is notable: "should the time arise, my friend, you know where my vault is. I do hope you will be able to divine from the figures how to open the safe."

7♥

ARCANE REMNANT

You see a glowing image flash upon the wall. You jot it down in your journal. What could this mean? This *ITEM* does not count toward your inventory. Draw another *ITEM*.



Nylbaby

Mvyabul

8♥

GAMBESON

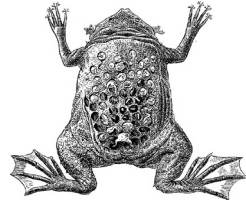
It fits surprisingly nicely. Always reduce 1 from *STAMINA* damage taken until discarded.



9♥

DIAMONDS AND TOADS

Out of your mouth falls an *ITEM* the size of your fist. Roll the die. If it is even, gain a diamond that you can use to automatically succeed on a *CHARM* test. If it is odd, gain a toad. It does nothing except coat your tongue with slime. After using Diamonds and Toads, discard it.



10♥

SKELETON KEY

You find an old rusty key wrapped in linen. It looks very fragile, but you determine it could open any door that you like.

While holding the Skeleton Key, you may avoid an encounter and unlock the next room. After doing so, roll a die. If you roll a 5-6, you may enter the room. If you roll 1-4, you may enter the room, but the key breaks and can't be used again. Discard the *ITEM*.

J♥

TWO-WAY MIRROR

Your reflection isn't quite right here. You look closer, and realize that you can step through this mirror and exit in any unexplored room in the estate. After stepping through, discard this *ITEM*.

Q♥

SIGNET OF AGARES

You find a small golden ring with the signet of Agares on it. Upon wearing it, you feel that you could speak to anyone. While you have the signet, you may always make a *CHARM* roll regardless of circumstances at a difficulty of 9.



K♥

THE BARON'S FEAST

You find a feast fit for a Baron—or at least its remains. It looks like the Baron ate his fill, but there is enough leftover that you can gain sustenance. Gain +4 *STAMINA*, then discard.

Diamonds

A♦

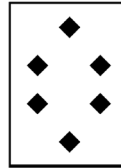
FIRECRACKER

Use this crude firework to automatically succeed on an *ESCAPE* attempt, then take an *ITEM*. Discard after using.

2♦

PINWHEEL

You find a pinwheel spinning, and you see a strange combination of symbols and letters. You copy it down in your journal. What could this mean? This *ITEM* does not count toward your inventory. Draw another *ITEM*.



Rtkuqp

3♦

RABBIT'S FOOT

You feel luckier already. Reroll any dice roll, then discard.

4♦

SILVER COMPASS

A strange silver compass that always allows you to head north. With this item, you may always *MOVE* north until discarded.

5♦

THE CADUCEUS

You find a small winged scepter with two snakes intertwined above the handle. Where the snake heads meet is a pliable metal orb. Upon examination, the orb appears to be a metallic liquid.

You may use this *ITEM* in the following ways:

- ♦ Heal 2 *STAMINA* points back and then discard the *ITEM*.
- ♦ Put a creature to sleep and facilitate an *ESCAPE*, take an *ITEM*, then discard

6♦

PISTOLETTE

Only one bullet left, I'm afraid. Add +3 to any *FIGHT* roll, then discard.

7♦

GILDED LORGNETTE

A glint of gold catches your eye, and you find a stylish lorgnette laying in an open case. Inside the case, a note addressed to the Baron indicates that these glasses are quite special and can be used to reflect magical incantations back at the caster.

If you encounter magic, you may use the lorgnette to reflect a spell or effect back at its source. You automatically win the encounter as if you successfully won a *FIGHT* and the lorgnette breaks in the process.

8♦

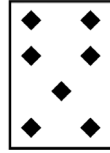
SWEET BERRY WINE

You find a fortuitous amount of the Baron's wine. Gain +2 *STAMINA* and +1 to *CHARM* for one turn.

9♦

STRANGE URN

A piece of pottery catches your eye. You see a strange symbol and letter engraved on the outside. You jot it down in your notebook. What could this mean? This *ITEM* does not count toward your inventory. Draw an item.



Fgrcn

10♦

FOLDING LADDER

This may be useful for getting out of sticky situations. Gain +1 to *ESCAPE* until discarded.

J♦

KING FORTUNATUS'S GOLDEN WIG

What a fetching accessory! Gain +1 to *CHARM* until discarded.

Q♦

DURANDAL

This magical sword also speaks French.

+1 *FIGHT* until discarded

+1 *CHARM* until discarded

K♦

LIQUID COURAGE

Lose 3 *STAMINA*, but gain +1 to ALL dice rolls until this is discarded.

Puzzle solutions

To read these solutions, use a mirror

THE GALLERY

WITH HIS OWN FOLLY
EVERYFOOL IS PLEASED
THE ANSWER WHICH IS
INTO THE GRID TO SPELL
EACH COLUMN DOWN
DROPOINLETTER FROM

DRAWING ROOM

CANOPEN AND DOOR
SPELL OUT A GOLDEN KEY
ATYPICAL FA SHION TO
ACROSS THE BOARD IN
THE KNIGHT MOVES

VAULT

L A S T I S I N I E O F D I A M O N D
I S T H E R E F E O F H E A R T S A N D
S E C O N D I S T W O O F D I A M O N D S T H I R D
F O L L O W I N G O R D E R F I R S T R O W I S S E V E N O F H E A R T S
T H E A N S W E R T O T H E V A U L T I S I N T H E
O F T H E B O O K I S A N O T H E R C Y P H E R C L U E
N U M B E R T H E A L P H A B E T A T T H E B E G I N N I N G
F O U R C L U E S T H E C Y P H E R I S B A S E D O N T H E C A R D S
U S I N G A C A E S A R C Y P H E R Y O U C A N D E C O D E T H E

Character sheet

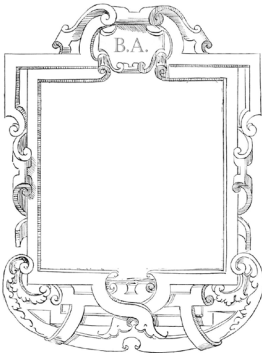
Use this to track your stats, health and bonuses.
The opposite page is a legend to assist you in finding and
keeping track of what you have encountered.



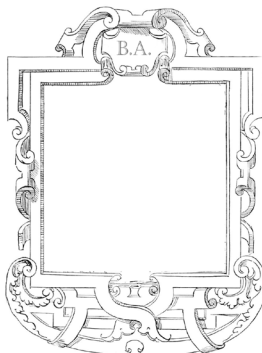
Stamina



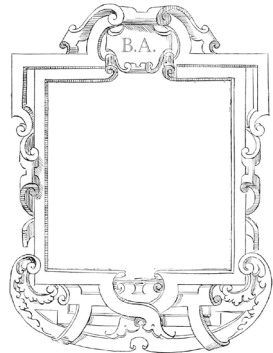
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15



FIGHT



ESCAPE



CHARM

Items



Items

♥	A	Darts	♦	A	Firecracker
♥	2	Book on Geomancy	♦	2	Pinwheel
♥	3	Etching	♦	3	Rabbit's Foot
♥	4	Fruit Bowl	♦	4	Silver compass
♥	5	Paintbrush	♦	5	Caduceus
♥	6	The Baron's Letters	♦	6	Pistolette
♥	7	Arcane Remnant	♦	7	Gilded Lorgnette
♥	8	Gambeson	♦	8	Sweet Berry Wine
♥	9	Diamonds and Toads	♦	9	Strange Urn
♥	10	Skeleton Key	♦	10	Folding Ladder
♥	J	Two-Way Mirror	♦	J	Golden Wig
♥	Q	Signet of Agares	♦	Q	Durandal
♥	K	The Baron's Feast	♦	K	Liquid courage

Locations

♠	A	The Baron's Wardrobe	♣	A	Cloak Room
♠	2	Pantry	♣	2	Vestibule
♠	3	Garden Shed	♣	3	Planetarium
♠	4	Scullery	♣	4	Library
♠	5	The Gallery	♣	5	Kitchen
♠	6	Powder Room	♣	6	Nursery
♠	7	Map Room	♣	7	Billiards Room
♠	8	Menagerie	♣	8	Staircase
♠	9	Rose Bedchamber	♣	9	Servant's Quarters
♠	10	Armory	♣	10	Dead End
♠	J	Drawing Room	♣	J	The Majestic Salon
♠	Q	The Baroness' Chamber	♣	Q	The Baron's Cabinet
♠	K	The Tower	♣	K	Vault

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